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demonstrated in a **dataflow**-type **simulator** called FAST (Front- ... Since FAST is a **dataflow simulator** it can. be coupled with a **simulator** for digital blocks ...doi.ieeecomputersociety.org/10.1109/DAC.2000.855351 - [Similar pages](#)**Data Flow Simulation in Quadtree Multiprocessor Kernels.**The Petri Nets Bibliography: **Data Flow Simulation** in Quadtree Multiprocessor Kernels.

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Discrete-Time **Dataflow** Models for Visual **Simulation** in Ptolemy II. C. Fong Master's Report, Memorandum UCB/ERL M01/9, Electronics Research Laboratory, ...

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the **simulation** results. In the. second step,. **data flow** equations can define. out,ine[PrS]-sets. from. gen,i,,[PrS]-sets ad kill,i,,[PrS]-sets ...

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Chapter 3 - **Data Flow** Descriptions. Section 2 - How it Works. In the last section we saw an example of a **data flow** description and what it describes. ...

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WW Wadge, EA Ashcroft - 1985 - Academic Press Professional, Inc. San Diego, CA, USA

... of the 19th conference on Winter **simulation**, p.768 ... Le Guernic, Implementation of the **data-flow** synchronous language ... compact code from **dataflow** specifications of ...

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**A methodology for efficient high-level dataflow simulation of mixed-signal front-ends of digital ... - group of 10 »**

G Vandersteen, P Wambacq, Y Rolain, P Dobrovolný, ... - Proc. DAC, 2000 - doi.ieeecomputersociety.org

Page 1. A methodology for efficient high-level **dataflow simulation** of mixed-signal front-ends of digital telecom transceivers Gerd ...

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[book] **Simulation of communication systems**

MC Jeruchim, P Balaban, KS Shanmugan - 1992 - Plenum Press New York, NY, USA

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**Dataflow simulation of mixed-signal communication circuits using a local multirate, multicarrier ... - group of 3 »**

P Wambacq, G Vandersteen, Y Rolain, P Dobrovolny, ... - Circuits and Systems I: Fundamental Theory and Applications, ..., 2002 - ieeexplore.ieee.org

... Efficient execution is obtained using a multi- rate, multicarrier signal representation together with a **dataflow simulation** scheme that switches dynamically to ...

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**The Manchester prototype dataflow computer**

JR Gurd, CC Kirkham, I Watson - Communications of the ACM, 1985 - portal.acm.org

... The Manchester project has designed a powerful **data- flow** processing engine based ... of program characteristics and their meas- urement on a **dataflow simulator**. ...

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WTS Chang, SS Ha, EAS Lee - The Journal of VLSI Signal Processing, 1997 - Springer

... Heterogeneous **Simulation** 133 ... Synchronous **dataflow** (SDF) and cyclo-static **data- flow** both have the particularly useful property that a fi- nite static ...

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**Ptolemy: a framework for simulating and prototyping heterogeneous systems**

J Buck, S Ha, EA Lee, DG Messerschmitt - The Morgan Kaufmann Systems On Silicon Series, 2001 - portal.acm.org

... and DG Messerschmitt, "Synchronous **Data Flow**" IEEE Proceedings ... 21 EA Lee, Consistency in **Dataflow** Graphs, IEEE ... Tool for Structured Functional **Simulation**," IEEE J ...

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[book] **Overview of the Ptolemy Project. - group of 3 »**

EA Lee... - 1998 - ptolemy.eecs.berkeley.edu

... Animated interactive and real-time **simulation**. • Formal methods for **dataflow** and discrete- event systems • Programming language semantics. ...

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[book] **First version of a data flow procedure language**

JB Dennis - 1974 - Springer-Verlag London, UK

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**Dataflow query execution in a parallel main-memory environment - group of 9 »**

ANI Wilschut, PMGI Apers - Distributed and Parallel Databases, 1993 - Springer  
... dataflows query section that can explain the **simulation** results for ... to develop an  
analytical model for one **data flow** operation. ... Definition of a **dataflow** model ...  
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... robot scouting mission developed in **simulation** to demonstrate ... links (channels), and  
a **data-flow** graph describing ... The output binding point is a **dataflow** sink in ...  
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K Kakugawa - ... on Autonomous agents and **multiagent** systems: part 2, 2002 - portal.acm.org  
... 1.2.11 [Distributed Artificial Intelligence]: **Multiagent** systems, languages ... are real  
or part of a **simulation**. ... are available (a resource-bounded **dataflow** model ...  
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DC MacKenzie, JM Cameron, RC Arkin - 1995 - doi.ieeecs.org  
... **Dataflow** connections are added by clicking on the corresponding ... Figure 14: The  
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**Design and implementation of the kernel and agents for theRoboCup-Rescue**

M Ohta, T Koto, I Takeuchi, T Takahashi, H Kitano - **MultiAgent** Systems, 2000. Proceedings. Fourth International ..., 2000 -  
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... The Kernel controls progress of time and **data flow** in the ... agents, but when we conduct  
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KJ Mackin, E Tazaki - Systems, Man, and Cybernetics, 2000 IEEE International ..., 2000 - ieeexplore.ieee.org  
... by comparing the results of the **simulation** against previous ... using normal Genetic  
Programming to evolve a **multiagent** communication protocol ... Internal **Data Flow** n ...  
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A Attoui, A Hasbani, A LIMOS-ISIMA - Database and Expert Systems Applications, 1997. Proceedings. ..., 1997 -  
ieeexplore.ieee.org  
... 4-For each input control flow (signal) or input **data flow** (message) of the studied  
system, associate ... 4: Behaviour **simulation** of **multi-agent** discrete event ...  
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SJ Rasmussen, PR Chandler - **Simulation** Conference, 2002. Proceedings of the Winter, 2002 - ieeexplore.ieee.org  
... the develop- ment of a Simulink-based multi-vehicle/**multi-agent** simu- lation ... To  
facilitate **data flow** between the elements of the **simulation**, two data ...  
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**Cockpit multi-agent for distributed air traffic management - group of 3 »**

JH Painter - AIAA Guidance, Navigation, and Control Conference and ..., 2002 - pdf.aiaa.org  
... fixed-base, medium-fidelity flight **simulator** sponsored by ... it has just the right  
**data-flow** and control-flow architecture to support **multi-agent** function. ...  
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E Adam, R Mandiau, C Kolski - Database and Expert Systems Applications, 2000. Proceedings. ..., 2000 -  
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JSK Lau, GQ Huang, KL Mak - Integrated Manufacturing Systems, 2002 - emeraldinsight.com  
... message passing, workflow management – **dataflow** management) used ... for successful  
application of **multi-agent** modeling in ... are assumed in this **simulation** model: ...  
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TOC View - Digital Avionics Systems, 2001. DASC. The 20th Conference, 2001 - [ieeexplore.ieee.org](#)  
... the available sensor measurements from the selected **data flow** from the ... 5. Block Diagram of Hardware-in-the-Loop **Simulation** of the DragonFly UAV In the next ...  
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EJ Gottlieb, MJ McDonald, FJ Oppel, JB Rigdon, PG ... - ... conference on Winter **simulation**: exploring new frontiers, 2002 - [portal.acm.org](#)  
... Unmanned Air Vehicle (UAV) and Un-manned Ground Vehicle (UGV) models and ... Umbra builds on continuous-time (timestepped) **data-flow**-based **simulation**. ...  
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R Joshi, A Bose, S Breneman - AIAA's 1st Technical Conference and Workshop on Unmanned ..., 2002 - [pdf.aiaa.org](#)  
... autonomous system control are discrete-time **data-flow** and event ... and using finite state machines and **simulation** tools such ... levels of abstraction in a UAV system. ...  
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P Andersson, K Kuchcinski, K Nordberg, P Doherty - Proceedings of the Euro-Micro Conference, 2002 - [doi.ieeecomputersociety.org](#)  
... vision subsystem must dynamically combine different algorithms as the UAV's goal ...  
The computational model is called Image Processing **Data Flow** Graph (IP-DFG) ...  
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RS Roberts - 35th Asilomar Conference on Signals, Systems and Computers, ..., 2001 - [osti.gov](#)  
... **Simulation** results are presented that illustrate the behavior of the **data flow** in steady state and transient conditions. ... UAV assigned to each subnet. ...  
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JL Paunicka, BR Mendel, DE Corman, B Co, WA ... - American Control Conference, 2001. Proceedings of the 2001, 2001 - [ieeexplore.ieee.org](#)  
... The **simulation** environment allows the embedded application to execute ... In our UAV applications, we have found that ... for preserving the logical **data flow** model at ...  
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S Neema, T Bapty, J Gray, A Gokhale - Proceedings of the ACM SIGPLAN/SIGSOFT Conference on ..., 2002 - Springer  
... notations, such as Statecharts [3] and **Dataflow**. ... introduces the generator that creates **simulation** artifacts from ... an Unmanned Aerial Vehicle (UAV), is presented ...  
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J Wiklund - IEEE Transactions on Pattern Analysis and Machine ..., 1991 - isy.liu.se  
... as a runtime system for **data flow** graphs, allowing ... products and expertise related  
to **simulation** tools and ... used for actual flight experimentation with the **UAV**. ...  
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H Nilsson, A Courtney, J Peterson - Proceedings of the ACM SIGPLAN workshop on Haskell, 2002 - portal.acm.org  
... Language Classifications— functional languages, **data-flow** languages, specialized ...  
of the synchronous **dataflow** style ... which is important for accurate **simulation**. ...  
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[RoboCup: The Robot World Cup Initiative - Kitano, Asada, Kuniyoshi, Noda.. \(1995\) \(Correct\) \(142 citations\)](#)  
challenges involved in RoboCup, rules, and **simulation** environment. 1 Introduction: RoboCup as a applications have been done only with computer **simulations** in a virtual world, real robot applications design principles of autonomous agents, **multiagent** collaboration, strategy acquisition, realtime [www.robocup.org/overview/RoboCup.ps](http://www.robocup.org/overview/RoboCup.ps)

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discussion to works involving mobile robots or **simulations** of mobile robots, where a mobile robot is These early projects were done primarily in **simulation**, and, while the early work on CEBOT, ACTRESS artificial intelligence, mobile robots, **multiagent** systems 1. Preliminaries There has been much [nexus6.cs.ucla.edu/~abk/papers/journal/j27.ps](http://nexus6.cs.ucla.edu/~abk/papers/journal/j27.ps)

[Challenger : A Multi-agent System for Distributed Resource.. - Chavez, Moukas, Maes \(1997\) \(Correct\) \(44 citations\)](#)  
their own utility. The results of several **simulations** of Challenger performing CPU load balancing in we describe the architecture of Challenger and **simulations** which we have conducted. Section 2 gives some In this paper we introduce Challenger, a **multiagent** system that performs completely distributed [lcs.www.media.mit.edu/~moux/papers/chall.ps.gz](http://lcs.www.media.mit.edu/~moux/papers/chall.ps.gz)

[Co-Evolving Soccer Softbot Team Coordination with.. - Luke, Hohn.. \(1997\) \(Correct\) \(35 citations\)](#)  
leagues, a "real" robot league and a "virtual" **simulation** league. In RoboCup's "virtual" competition, of the Second International Conference on **Simulation** of Adaptive Behavior. The MIT Press, Cambridge successfully applied many times in the field of **multiagent** coordination. Reynolds, 1993] used GP to [www.cs.umd.edu/users/seanl/papers/robocupc.ps.gz](http://www.cs.umd.edu/users/seanl/papers/robocupc.ps.gz)

[AuRA: Principles and Practice in Review - Arkin, Balch \(1997\) \(Correct\) \(32 citations\)](#)  
homeostatic control system [12] tested only in **simulation** to date) is interwoven with the motor and has been demonstrated in practice both in **simulation** and on real robotic systems. AuRA is highly are discussed, including a case study of a **multiagent** robotic team that competed and won the 1994 [ftp.cc.gatech.edu/pub/people/arkin/web-papers/jetai-final.ps.Z](http://ftp.cc.gatech.edu/pub/people/arkin/web-papers/jetai-final.ps.Z)

[Learning of Cooperative actions in multi-agent systems: a .. - Matsubara, Noda, Hiraki \(1996\) \(Correct\) \(30 citations\)](#)  
control the player via the socket. ffl Physical **Simulation** The soccer server has a physical simulator, and players) and collisions between them. The **simulation** is simplified so that it is easy to calculate on Adaptation, Coevolution and Learning in **Multiagent** Systems Figure 1: Soccer players and a ball [ci.etl.go.jp/pub/soccer/client/Paper/aaai96-sss.ps.gz](http://ci.etl.go.jp/pub/soccer/client/Paper/aaai96-sss.ps.gz)

[Cooperative Multiagent Robotic Systems - Arkin, Balch \(1998\) \(Correct\) \(30 citations\)](#)  
have been developed and initially tested in **simulation**. They have been further tested on two-robot robot executables. These can be run within the **simulation** environment provided by MissionLab (Fig. 7 Cooperative **Multiagent** Robotic Systems Ronald C. Arkin and Tucker [ftp.cc.gatech.edu/pub/people/arkin/web-papers/coop.ps.Z](http://ftp.cc.gatech.edu/pub/people/arkin/web-papers/coop.ps.Z)

[A Multiagent Planning Architecture - Wilkins, Myers \(1998\) \(Correct\) \(27 citations\)](#)  
plan generation, scheduling, temporal reasoning, **simulation**, and visualization. These technologies written in LISP, provides Monte Carlo **simulations** of plans. The VISAGE system provides plan A **Multiagent** Planning Architecture David E. Wilkins and [www.ai.sri.com/~wilkins/mpa/mpa-aips98.ps](http://www.ai.sri.com/~wilkins/mpa/mpa-aips98.ps)

[A Layered Approach to Learning Client Behaviors in the RoboCup .. - Stone, Veloso \(1997\) \(Correct\) \(26 citations\)](#)  
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[Cooperative Mobile Robotics: Antecedents and Directions - Cao, Fukunaga, Kahng \(1997\) \(Correct\) \(121 citations\)](#)  
discussion to works involving mobile robots or **simulations** of mobile robots, where a mobile robot is These early projects were done primarily in **simulation**, and, while the early work on CEBOT, ACTRESS artificial intelligence, mobile robots, **multiagent** systems 1. Preliminaries There has been much [nexus6.cs.ucla.edu/~abk/papers/journal/j27.ps](http://nexus6.cs.ucla.edu/~abk/papers/journal/j27.ps)

[Challenger : A Multi-agent System for Distributed Resource.. - Chavez, Moukas, Maes \(1997\) \(Correct\) \(44 citations\)](#)  
their own utility. The results of several **simulations** of Challenger performing CPU load balancing in we describe the architecture of Challenger and **simulations** which we have conducted. Section 2 gives some In this paper we introduce Challenger, a **multiagent** system that performs completely distributed [ics.www.media.mit.edu/~moux/papers/chall.ps.gz](http://ics.www.media.mit.edu/~moux/papers/chall.ps.gz)

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leagues, a "real" robot league and a "virtual" **simulation** league. In RoboCup's "virtual" competition, of the Second International Conference on **Simulation** of Adaptive Behavior. The MIT Press, Cambridge successfully applied many times in the field of **multiagent** coordination. Reynolds, 1993] used GP to [www.cs.umd.edu/users/seanl/papers/robocupc.ps.gz](http://www.cs.umd.edu/users/seanl/papers/robocupc.ps.gz)

[AuRA: Principles and Practice in Review - Arkin, Balch \(1997\) \(Correct\) \(32 citations\)](#)  
homeostatic control system [12] tested only in **simulation** to date) is interwoven with the motor and has been demonstrated in practice both in **simulation** and on real robotic systems. AuRA is highly are discussed, including a case study of a **multiagent** robotic team that competed and won the 1994 [ftp.cc.gatech.edu/pub/people/arkin/web-papers/jetai-final.ps.Z](http://ftp.cc.gatech.edu/pub/people/arkin/web-papers/jetai-final.ps.Z)

[Learning of Cooperative actions in multi-agent systems: a .. - Matsubara, Noda, Hiraki \(1996\) \(Correct\) \(30 citations\)](#)  
control the player via the socket. ffl Physical **Simulation** The soccer server has a physical simulator, and players) and collisions between them. The **simulation** is simplified so that it is easy to calculate on Adaptation, Coevolution and Learning in **Multiagent** Systems Figure 1: Soccer players and a ball [ci.etl.go.jp/pub/soccer/client/Paper/aaai96-sss.ps.gz](http://ci.etl.go.jp/pub/soccer/client/Paper/aaai96-sss.ps.gz)

[Cooperative Multiagent Robotic Systems - Arkin, Balch \(1998\) \(Correct\) \(30 citations\)](#)  
have been developed and initially tested in **simulation**. They have been further tested on two-robot robot executables. These can be run within the **simulation** environment provided by MissionLab (Fig. 7 Cooperative **Multiagent** Robotic Systems Ronald C. Arkin and Tucker [ftp.cc.gatech.edu/pub/people/arkin/web-papers/coop.ps.Z](http://ftp.cc.gatech.edu/pub/people/arkin/web-papers/coop.ps.Z)

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plan generation, scheduling, temporal reasoning, **simulation**, and visualization. These technologies written in LISP, provides Monte Carlo **simulations** of plans. The VISAGE system provides plan A **Multiagent** Planning Architecture David E. Wilkins and [www.ai.sri.com/~wilkins/mpa/mpa-aips98.ps](http://www.ai.sri.com/~wilkins/mpa/mpa-aips98.ps)

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IEEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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## 1 [Agent-based modeling and simulation: Agent-based simulation applications: multi-agent enabled modeling and simulation towards collaborative inventory management in supply chains](#)

Yonghui Fu, Rajesh Piplani, Robert de Souza, Jingru Wu

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Publisher: Society for Computer Simulation International

Full text available: pdf(372.30 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper is framed to address the preliminary approach towards process-oriented collaborative inventory management in supply chains, taking advantage of multi-agent technology in terms of modeling and simulation. Initially, a SCM support model is proposed as a foundation to combine the supply chain processes with the multi-agent system. In succession, a simple PC assembling case is investigated and simulated mainly to validate the SCM support model. As a result, the combination has the potenti ...

## 2 [Interacting multi-agent and simulation systems: an exploration into mole and james](#)



Adeline M. Uhrmacher, Bernd G. Kulick

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Publisher: ACM Press

Full text available: pdf(89.77 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

To analyze multi-agent systems by simulation the question arises how agents shall be integrated into the simulation system. In \textsc{James}, a Java-Based Agent Modeling Environment for Simulation, we pursue an approach which supports flexible patterns of integration and interaction.

**Keywords:** agent tools, agents, real-time performance, simulation

## 3 [Agent-based modeling and simulation: A simulation test-bed to evaluate multi-agent control of manufacturing systems](#)

Robert W. Brennan, William O

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Publisher: Society for Computer Simulation International

Full text available: pdf(268.03 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Current research in the area of manufacturing planning and control has moved away from traditional centralized solutions towards distributed architectures that range from hierarchical to heterarchical. Between these two extremes of the control architecture spectrum lies the holonic manufacturing systems paradigm, where partial dynamic hierarchies of agents cooperate to meet global system objectives in the face of disturbances. This paper describes a simulation test bed for the evaluation of a di ...

4 Agent-based modeling and simulation: Agent-directed simulation: challenges to meet defense and civilian requirements

Tuncer I. Ören, S. K. Numrich, Adelinde M. Uhrmacher, Linda F. Wilson, Erol Gelenbe  
December 2000 **Proceedings of the 32nd conference on Winter simulation**

**Publisher:** Society for Computer Simulation International

Full text available:  [pdf\(177.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The aim of this panel session is to point out the importance of agent-directed simulation, as a scientific concept and technological possibility, to enhance the potential of simulation in both civilian and defense applications. The members of the panel (organized by Dr. Ören) are: Dr. Erol Gelenbe, Dr. S. K. Numrich, Dr. Adelinde Uhrmacher, and Dr. Linda Wilson. The position statements of the panel members are given separately. Ören bases his arguments on the NATO Modelling and Simulat ...

5 How communication can improve the performance of multi-agent systems



Kam-Chuen Jim, C. Lee Giles

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

**Publisher:** ACM Press

Full text available:  [pdf\(982.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We analyze a general model of multi-agent communication in which all agents learn to communicate simultaneously to a message board. We show that the communicating multi-agent system is equivalent to a Mealy finite state machine whose states are determined by the agents' usage of the learned language. Increasing the language size increases the number of possible states in the Mealy machine, and can improve the performance of the multi-agent system. We introduce the term {\em semantic densit ...

**Keywords:** agent communication languages, evolution of agents, multi-agent communication/collaboration, multi-agent simulation

6 Multiagent model of dynamic design: visualization as an emergent behavior of active design agents



Suguru Ishizaki

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**

**Publisher:** ACM Press

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**Keywords:** automatic design, dynamic information, multiagent systems, visual design, visualization

7 Logistics/transportation applications: Hybrid-system simulation for National Airspace System safety analysis

Amy R. Pritchett, Seungman Lee, David Huang, David Goldsman

December 2000 **Proceedings of the 32nd conference on Winter simulation**

**Publisher:** Society for Computer Simulation International

Full text available:  [pdf\(263.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Analysis of large, complex systems requires simulations of hybrid-system dynamics, i.e., dynamics which are best described by a combination of continuous-time and discrete-event models, and their interactions. To serve as valuable research tools, such simulations need also be computationally efficient, readily modifiable, and open to a wide range of component modules. This paper describes the development of a simulation architecture meeting these criteria. The issues with its development are des ...

8 Hierarchical multi-agent reinforcement learning

Rajbala Makar, Sridhar Mahadevan, Mohammad Ghavamzadeh





May 2001 **Proceedings of the fifth international conference on Autonomous agents**

**Publisher:** ACM Press

Full text available: [pdf\(278.27 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we investigate the use of hierarchical reinforcement learning to speed up the acquisition of cooperative multi-agent tasks. We extend the MAXQ framework to the multi-agent case. Each agent uses the same MAXQ hierarchy to decompose a task into sub-tasks. Learning is decentralized, with each agent learning three interrelated skills: how to perform subtasks, which order to do them in, and how to coordinate with other agents. Coordination skills among agents are learned by using j ...

**9** Integrating tools and infrastructures for generic multi-agent systems



Olivier Gutknecht, Jacques Ferber, Fabien Michel

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

**Publisher:** ACM Press

Full text available: [pdf\(396.35 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present MadKit/SEdit, an agent infrastructure combined with a generic design tool for multi-agent systems. This toolkit is based on a organizational metaphor to integrate highly heterogeneous agent systems. We explain the principles of MadKit, the underlying agent platform, and show how it can integrate various agent architectures and provides structuration for multiple simultaneous systems and semantics. The architecture, based on a minimal agent runtime, agent ...

**10** Military applications: A formation behavior for large-scale micro-robot force deployment

Donald D. Dudenhoeffer, Michael P. Jones

December 2000 **Proceedings of the 32nd conference on Winter simulation**

**Publisher:** Society for Computer Simulation International

Full text available: [pdf\(388.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Micro-robots will soon be available for deployment by the thousands. Consequently, controlling and coordinating a force this large to accomplish a prescribed task is of great interest. This paper describes a flexible architecture for modeling thousands of autonomous agents simultaneously. The agents' behavior is based on a subsumption architecture in which individual behaviors are prioritized with respect to all others. The primary behavior explored in this work is a group formation behavior bas ...

**11** Evolving coordination strategies in simulated robot soccer



André L. V. Coelho, Daniel Weingaertner

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

**Publisher:** ACM Press

Full text available: [pdf\(113.01 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes research investigating the evolution of coordination strategies in robot soccer teams. Each player (viewed as an agent) is provided with a common set of skills and is assigned to perform over a delimited area inside a soccer field. The idea is to optimize the whole team behavior by means of a spatial co- adaptation process in which new players are selected in such a way to comply with the already existing ones.

**Keywords:** coevolution, coordination, multiagent teams, robot soccer

**12** The CMUnited-97 robotic soccer team: perception and multiagent control



Manuela Veloso, Peter Stone, Kwun Han

May 1998 **Proceedings of the second international conference on Autonomous agents**

**Publisher:** ACM Press

Full text available: [pdf\(1.00 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

13 Coaching a simulated soccer team by opponent model recognition



Patrick Riley, Manuela Veloso

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Publisher: ACM Press

Full text available: pdf(93.64 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In multiagent domains with adversarial and cooperative agents, team agents should be adaptive to the current environment and opponent. We introduce an online method to provide the agents with team plans that a "coach" agent generates in response to the specific opponents. The coach agent is equipped with a number of pre-defined opponent models. The coach is then able to quickly select between different models online by using a naive Bayes style algorithm, making the planning ad ...

14 Hierarchical agent control: a framework for defining agent behavior



Marc S. Atkin, Gary W. King, David L. Westbrook, Brent Heeringa, Paul R. Cohen

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Publisher: ACM Press

Full text available: pdf(229.02 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Hierarchical Agent Control Architecture (HAC) is a general toolkit for specifying an agent's behavior. HAC supports action abstraction, resource management, sensor integration, and is well suited to controlling large numbers of agents in dynamic environments. It relies on three hierarchies: action, sensor, and context. The action hierarchy controls the agent's behavior. It is organized around tasks to be accomplished, not the agents themselves. This facilitates the integration of multi- ...

15 Multiagent systems on the net



Anupam Joshi, Munindar P. Singh

March 1999 **Communications of the ACM**, Volume 42 Issue 3

Publisher: ACM Press

Full text available: pdf(117.18 KB) html(8.05 KB) Additional Information: [full citation](#), [citations](#), [index terms](#)

16 A framework for the simulation of agents with emotions



Ana L. C. Bazzan, Rafael H. Bordini

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Publisher: ACM Press

Full text available: pdf(227.48 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Iterated Prisoner's Dilemma (IPD) has been used as a paradigm for studying the emergence of cooperation among individual agents. Many computer experiments show that cooperation does arise under certain conditions. However, little attention has been paid to aspects of emotions in this context. The goal of this work is thus to develop a framework for modelling agents with emotions. It allows the design of such agents, which interact with neighbours or their social groups. This paper descr ...

17 Agents in tank battle simulations



Jeremy Baxter, Richard Hepplewhite

March 1999 **Communications of the ACM**, Volume 42 Issue 3

Publisher: ACM Press

Full text available: pdf(170.38 KB) html(10.10 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

18 Agents with power



Rune Gustavsson

March 1999 **Communications of the ACM**, Volume 42 Issue 3


Publisher: ACM Press

Full text available:  [pdf\(256.40 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#),  
 [html\(32.50 KB\)](#) [review](#)

19 [Building objects and interactors for collaborative interactions with GASP](#)


 Thierry Duval, David Margery  
September 2000 **Proceedings of the third international conference on Collaborative  
virtual environments**

**Publisher:** ACM Press

Full text available:  [pdf\(429.82 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** distributed interactions, distributed virtual reality, human-computer  
interfaces, synchronous cooperation

20 [Online learning about other agents in a dynamic multiagent system](#)

 Junling Hu, Michael P. Wellman  
May 1998 **Proceedings of the second international conference on Autonomous  
agents**

**Publisher:** ACM Press

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